

The Rats Below

A WFRP LC Mod

Written by Matthew Parmeter

This module is for characters in their first or second careers and serves as a follow up to the introduction module, *The Faire*.

Most encounters should go easily. There are only a few plot points to uncover before the big reveal at the end.

The point of this module is to introduce players to a little bit of the politics of the Empire as well as get an idea for how the nobles run their households. This takes place in a Baron's summer house where his recognized children are in residence. This residence also hosts the Elector Countess of Nuln on occasion which is why there is as much competent security and guards as there is. It would not just look bad should she die while being hosted here.

The players should walk away with two things. The first is a sense there is an overwhelming amount of political corruption in the Empire. This is accomplished in how the characters are treated by Fritz, Castle von Haufen's steward and in the resolution of the story. The character will be treated as second class, worse in some ways than the actual staff of the place, once they arrive. This includes any character that is in the Noble career. The characters will experience being told that they are nobodies, that Fritz has erased them from ever having been in Altdorf and is willing to simply toss their bodies to the dogs or pigs if it comes to that.

The second is the spiritual corruption.

The characters will see this first hand when the son of the baron, Steffan, is discovered consorting with Skaven. The Skaven have been providing Steffan with Warpstone and training him how to make sacrifices to their god, The Horned Rat. Warpstone is a rock of crystallized Chaos energy. The exposure to the Warpstone and subsequent dark rituals taught to Steffan by the Skaven shaman will cause a mutation to occur and the soul of Steffan to become corrupted by the power.

Castle von Haufen is a place of many rumors, many of which are about the Elector Countess who resides there when visiting Altdorf. However, those not caught up in her exploits find darker innuendos and suggestions. Staying there currently are Baron von Haufen's twins. Son Steffan and daughter Gloria and something unsavory is thought to have happened between the two. At one time they were inseparable but recently only chilled silence passes between the two.

It could have something to do with rumors of people going missing. Youth from the surrounding towns have disappeared shortly after starting some job at the castle. It is one thing to think they have whisked away after an affair gone wrong, but in the numbers suggested then there is no such accounting for it.

Part I: On the hook

To start the mod, read the following to the players: *It is a few days since the faire and for your own reasons, you have decided to remain in Altdorf. Relaxing in the common room of The Verdant Letter a well dressed man comes to your table, and sits down.*

"My pardons, but are you not acquainted with Ilsa Fromme? Ah, so she spoke true then. I am Fritz Falkenfelt and I need your discrete services. If you agree to help I shall see you are well rewarded. Report tomorrow morning to the eastern gate's coaching station no later than first light. I will be waiting there with a coach to transport you."

Fritz's manner is refined and polite. He sits with an attitude that is simultaneously commanding and subservient. One could say he is looking down his nose but respects you as he does so. Such a manner does not come easily and those of the Noble career easily recognize it as having come from a person who has the utmost trust of the wealthy and powerful.

Should the characters want more information, he cannot offer any at this time save for that it is important that he keep his master's name far from anything that might cause rumors to start. Should the character challenge or need a reason to do as this man asks, Fritz the following happens:

"Indeed, trust is not an easy thing to come by in this world. But I believe this should suffice," he places a scroll case on the table. The case is sealed with a twin-tailed comet, a sign of the Sigmarite church. Inside is a very short note which reads:

"Do as Fritz asks. I am otherwise occupied with more important matters than to be bothered with his petty problem. -Ilsa"

Should none of the character know who Ilsa is, Fritz tosses a small bag of coins on the table. 30 gold crowns are in it.

Players have the option to use Gossip to figure out who Fritz is. Those willing to find more refined company to ask receives a +10% bonus.

Miss: The character is ignored in their inquiries. Have fun making things up about Fritz.

Make: Fritz belongs to the Baron von Haufen. You might remember the von Haufen name from the Faire. One of the two participants in the fencing challenge was a von Haufen.
+1 Margin: The Baron is a powerful man who has the ear of the elector countess of Nuln.

+2 Margins: The Baron's children are staying at a nearby castle. It is often used by the Countess when having to be in Altdorf for official business.

Of course the players can refuse in which case they receive 25xp for showing up.

As the players leave the city: *The twilight prior to dawn hides many things, giving a sense of peace in the city. You meet few on your way to the eastern gate and the coach waiting there. Guards eye you with suspicion as you climb aboard and make warding signs with as the gates close behind you.*

Part II: The Castle von Hauffen

Description of the trip and the PCs' arrival: *The trip is uneventful and blessedly. A castle stands in the distance, giving it a wide view of the forest and a mist shrouded valley behind it. It is stately and massive. A wall extends over a half mile to the road where you are currently traveling. The guards standing at the toll simply wave you through.*

The lands between the road and the gate of the castle are busy with workers. A few bored guards watch them. In the distance figures ride along the tree line.

Arriving at the gate, Fritz gets out without saying a word and directs the driver over to a carriage house. The characters are deposited in the middle of a massive carriage house. Servants come to take items off of the coach, disappearing behind locked doors. The horses are led away while the coach is cleaned and pushed aside.

You are left to mill about and wait. You get hard looks from guards when attempting to venture beyond the confines of the immediate area.

Should they try to get outside of the carriage house; guards will stand in their way, giving them rather dower looks. If push comes to shove, they will do what they can to keep the characters from leaving, physically manhandling them back into the house after which they will shut the gates and lock them in.

Eventually a servant shows and asks to be followed. If the characters were belligerent when left to their own devices, a guard will accompany them. All questions are ignored and should anyone persist in questioning or attempting to become physical the guard will intervene.

Inside the castle: *You are led down long whitewashed corridors. There are no windows, no movement of air save for when a hidden door opens and another servant steps through. Wooden beams jut out from the unfinished stone walls at odd angles and inconvenient places.*

Eventually, the hallway opens up into a large uneven space. The stone changes becoming worked and smoothed. Music

and merriment can be heard ahead. You find yourselves in the middle of meal in the servant's kitchen. A few turn towards the approaching sounds and the music fades to a hush. Furtive looks are exchanged and the music starts back right where they left.

Your guide turns to you and says, "You are to dine and stay here. The food is plentiful as is the drink. Down that hallway are your rooms. You are to arrange yourselves. Master Fritz said that you are to be ready at first light. I can have the boy come around to your rooms if you would like."

Assuming the characters agrees to such...

A meal is being served and the characters are invited to join in. Characters can gossip and/or carouse as they will. Gossip checks are at a -15% penalty due to the insular nature of the help. Seduction suffers no such penalty.

Gossip - Miss: Those around the character attempting to make the gossip check simply ignore them or if the margins suggest, they get up and leave.

Make: We are happy to see new faces. So many people come and go from the castle these days. I hope that your stay here is a pleasant one.

1 Margin: So what did Master Fritz say he wanted you to take care of for him? He didn't? That's strange. He is usually very well ordered and proper with such things.

+2 Margins: Another set of strangers? You are the third ones this month. Did Master Fritz say anything about this job he wants you to do? He didn't? He has not been himself for some time.

Characters who are Nobles are denied any request to be introduced to the household. Further belligerence will bring the guards down upon the character.

The next morning: *One of the house boys brings a lantern into each room rousting the characters. After a quick meal, you are escorted in and out of the various buildings and once your destination has been reached, you are asked to wait. The location is a large store room. The air is dry and cool, like what one would find in a natural cavern. The light from the lamps does not reach the far side of the room. There are rows after rows of pallets of dried grains and beans.*

Master Fritz arrives and without a pause addresses your group.

"The issue is we are infested with rats." He holds up an example. The rat is easily as long as the man's arm. The tail flops down reaching the nose.

"It weighs nearly thirty pounds and is eating us out of our store. Normal traps have been ineffective and poisons are ill advised. Kill each and every one you find."

Fritz turns and leaves ignoring any questions.

Characters are able to uncover a half dozen of the extremely large rats which appear in two groups of three. Searching takes 2 hours and the character only have time for 4 searches before the guide comes back for them. Keep track of total number of margins achieved. Don't forget penalties for spending too much time awake or if the characters got drunk. Rat-Catchers have a +15% bonus to these checks.

Miss: Continue to search

Make: Able to find standard rats. Don't bother with combat. The characters are able to kill without doing so.

+1: Three large rats. Give players a chance to make a stealth roll. If make, then they get a surprise round. This event can happen twice. See Giant Rats pp. 113 Children of the Horned Rat. Give them 1 additional soak as if they were wearing leather armor.

+2: Six large rats. Give players a chance to make a stealth roll. If make, then they get a surprise round. This event can only occur once. See Giant Rats pp. 113 CotHR. Give them 1 additional soak as if they were wearing leather armor.

Should players make between 2 and 4 margins total during searching, the group also finds #1 below. Should they make more they also discover #2

#1: A piece of velum that has some unusual markings. It would appear to be some sort of script but it was written by no human hand.

#2: A stash of unusual weapons. The handles are all wrong. Wider grip and balanced oddly. There's also some allowance for claws in their shape.

If any one of these items is shown to Fritz, he will first blanch before taking it and telling the characters that he will look into these matters. If both are shown he gets red in the face, upset at the characters: *"What did you think you were doing! I asked you to get rid of the competition, not get involved with our own plans! How dare you touch those!"*

He storms off leaving you once again. The guide, shaking his head, leads you back to the servant's quarters where music and dancing have already begun.

Those who have musical or dancing talents are encouraged to join. Should anyone in the Noble career wish to be introduced they are denied. If they become belligerent, they are detained

with force. If the previous night went well the difficulty on Gossip checks is removed.

Miss: Exactly like the previous night, you are ignored or should you offend, get a slap in the face.

Make: Steffan von Haufen was in such a foul mood today. Like someone had killed his favorite hunting dog. I should think he would've found a woman who could shake him out of these moods.

+1: Gloria von Haufen had been sequestered in her apartment today until she heard about her brother, Steffan. She then went to try and get him to come out to make sure that everything was all right to no avail. He never answered her calls at his door.

+2: Well, I know for certain that he wasn't in his apartment today no matter what the others say. I've got an in with one of the guards. He tells me that Steffan wasn't anywhere to be found.

After retiring for the night, make Perception checks. Those who make have strange dreams with scratching and gnawing sounds permeating all. Those in the Rat Catcher career will recognize the sound. Those with animals will also hear them growling and alert. For those who wake up: *The room is dark, the candle having burned down. Sounds are distant, echoing giving them a strange repetition. What could be a bump in the hallway sounds like seven.*

Lighting a candle or lamp: *The room is as you left it, empty. Nothing jumps out as being out of place and there is a comforting stillness to it. The door remains closed and doesn't appear to have been disturbed.*

Going out into the hallway: *The hallway is empty. Sounds can be heard but are indistinct. The common area is equally vacant, the cooking fires having long since turned to glowing coals. You find yourself the only thing stirring.*

The next day happens as the first. The PCs are woken early in the morning and given a quick breakfast. A guide from Fritz shows up. Again the journey ends in some underground storage chamber. This time, however, Fritz does not show and a messenger arrives: *"Master Fritz sends his apologies that he cannot join you this morning, but asks you continue your service. This room is not as infested but there is plenty of hunting."*

The messenger leaves without waiting for a response and the PCs are left to hunt rats.

Searching takes 2 hours and the character only have time for 3 searches before the guide comes back for them. Rat-Catchers

have a +15% bonus to these checks. See previous Rat-hunt for results.

After the hunt is complete, the characters come across Skaven hiding in the room. Encounter depends on the number of characters present. 4-5 characters: 4 Giant rats and 1 Skaven, 6-7: 5 Giant rats and 2 Skaven, 8+: 7 Giant rats and 2 Skaven. See Giant Rats pp. 113 CotHR, pp 230 Skaven from WFRP. Make sure to give all of them the equivalent of leather armor for their thick skins. Read the following when the battle concludes: *The Skaven dead, a sound of exquisite pain arises from all around you. With a roar, thousands of rats begin running past you deeper into the cavernous dark. Searching the Skaven's body, you find the lothes, its weapon, and a necklace. The necklace is notable because it holds a strange green rock.* CK:Empire @2 margins to recognize warpstone. Wizards and other magic users only need to Make the check to recognize it.

After the battle read the following: *The sounds of battle attracted several guards who are escorting Master Fritz through the area.*

"There you lot are. What are you doing all the way...", he trails off. His face is pale, frightened from his senses.

The characters can show him their findings or hide it. Given that they are supposed to be slaughtering rats then it is likely that they will want to show it. If they choose to hide it Fritz demands to see their progress. If they continue to lie or refuse have him huff away instead of the full-blown fit: *"You were never meant to do this," he exclaims. His face goes bright crimson. "Take them back. Take them back now," his voice is strained.*

The servants once again welcome the PCs back. Gossip that night is lacking and they learn nothing more than the previous two nights.

That night, after the PCs have gone to bed: *That night strange dreams invade and spill over into consciousness. You hear weird things in their rooms that night and find claw and gnaw markings on their doors. Examination shows that these look like rat claw and gnaw marks but that had to come from a rat the size of a ten year old boy.*

The third day, Fritz fails to appear. The characters watch as servants come and go that morning. Gossip checks can be made to see if anyone has seen Master Fritz. Simple make, no margins necessary. The answer always comes back negative. No one has seen Fritz at all. Eventually, all of these questions have the effect of the servants getting word to the daughter in residence. She dispatches a messenger. If the PCs don't ask any questions then have one of the servants try to engage someone in the group to prompt the questions.

Then read the following: *A young servant comes up to you, nervously they ask, "If you would follow me, Gloria von Haufen would like to see you."*

This time the trip is through the living parts of the castle. You eventually find yourselves in an opulent apartment. The room is gold in color, the wood highly polished. Portraits adorn the walls, accompanied by arms and armor or the occasional book. There are high wing-back chairs with a couple of large couches clustered in the middle with a table directly in the center of it. All of these keep up the color theme of the room.

A young woman of about 17 summers sits in one of the chairs. She almost looks like a living version of a portrait hanging on the wall. She is quite beautiful but not unearthly so. Her eyes draw you to her. Their gray color is sharp and piercing and hint that she is thinking more than her words let on. Her clothes match her eyes setting her apart from the room around her. A splash of gray in a room of gold.

A handmaid steps from some unseen alcove and speaks invitingly. "Please if you would be seated? Tea and cakes will be served in a moment."

Tea and cake are served after the PCs have gotten themselves settled into place. The room is mostly quiet save for the swish of servants moving around serving everyone. Have fun with this, especially if any of the characters are not used to being waiting on hand and foot. After everyone has had a few sips of their tea and a couple of bites of cake, Gloria will start to make small talk. How are they, if they would introduce themselves and other surface topics are covered. Again, feel free to play with your PCs while doing this. When done going around the group, move on to the next part. Read the following, starting with the first quote below and moving through them as the PCs get to the various points brought up. If someone gets a bit ahead of themselves, improvise using the quotes as a guide.

"I am sorry for the inconvenience of what you have been put through. I know Fritz had good intentions in trying to keep his activities like this from me and my brother. But this is too much. He has forgone the usual protocol once too many times. And now, I have to tidy up and put a better face on things".

"What was it that Fritz had you doing, exactly?"

"I see. That is a good thing to have done, but how is it that you became so very taskless today?"

"So then, these unusual items. Can you describe them?"

"No. No. I think I understand you. Very well then. It seems that no one has been able to locate Fritz since late last night. In order to get things right I need you to find him. Question his staff. Those places I can open to you, are now open. I will

make sure that the staff knows and will cooperate in every way they can. However, I must ask one thing. You must find me the moment you discover anything. No matter how minor it may seem to you, I wish to know it.

Part III: Searching for Fritz

The characters are charged with finding out what happened to Fritz. The grounds are somewhat opened up to the characters and the staff is disposed for interrogation. The only caveat is that the daughter asks to be the first to know what is turned up. "The minute you find out anything, please come to me."

The PCs can question the staff and through questioning it is found out that those who last saw Fritz place in him the main residence going to see, Steffan, Gloria's brother. Should they attempt to speak with Steffan, the PCs are stopped by the staff and by his personal guards.

Gossip and Intimidation are the skills to use. Perception can be employed to see if the PCs are being told the whole truth. Let the players go about choosing however they want to investigate without making any suggestions. The important part is them rolling after they've made their plans.

Intimidation is the harder of the two. You need a total of 4 margins if they choose to do it by their strength and 5 margins should they choose to do it by Fellowship.

Gossip is easier in that the players get a +10% bonus since the help has heard the order from Gloria that they should cooperate. The players need to get a total of 5 margins to get all of the information and go back. Once this has been achieved, read the following:

Eventually your questions lead to a single fact. Fritz was last seen entering Steffan's apartment the previous evening. Steffan has not taken any meals since then and the door to the apartment is locked with the guards refusing any one entrance.

Gloria von Haufen's response is simple when you present her with this information.

"I see. I will take this up with him."

Any questions about her brother are answered thus:

"Well, he is a sensitive person and often reacts to questions such as these as accusations instead of inquiries. There is a much greater chance of getting answers from him if such questions come from me rather than yourselves. I hope you understand this."

The PCs are then left in the now familiar common area for the rest of the day. The staff come and go as their work lets them.

They get a small midday meal before being returned to being bored. During any of this Gossip checks can be made. Most report back that there is a fight between the siblings but can't say anything more. The two have sequestered themselves, having locked the doors to the library in that wing.

Eventually the group is invited to present themselves to the daughter in residence to be properly greeted and acknowledged as visiting the household. Things are a little weird as those people on staff that you were somewhat familiar with and sharing meals together are now taking your things to rooms that are many times more opulent even in their plainness than the quarters you were just in.

Another quick note. Those who are not used to this level of wealth and well-being are going to commit a few gaffs of protocol. As a GM you should roleplay this or simply state it as your part of the story. Either way it happens is fine, so long as it does happen. Suggestions for such gaffs beyond picking up the wrong fork at the table; Not letting the staff take the chair out from the table or put it back in for them. There could also be an awkward toast or a failure to bathe and dress properly.

Just bathing may be something that is an awkward situation. It could be that the character has never had a bath let alone a change of clothes in years. In such a situation it is not unusual for the household being visited to find some old wardrobe that might be appropriate for a donation. This could lead to even further awkwardness at the meal.

Behavior at the dinner is also a bit of a thing to watch as well. Unless someone had a particularly good day then there might be other guests who see vulnerabilities and take the chance to snipe at anyone. Having borrowed some clothes or failed to bathe would be a near perfect target for such.

After the meal is complete, read the following:

After dinner the group is invited to an after-meal visitation in the library. In the library, the brother gets into it with the sister in a manner that is both creepy and vague at the same time and storms off. The sister sits down and starts to cry.

"My brother is possessed with this idea that he is going to be more powerful than the grand theologians or the emperor. I have no idea where he is getting these ideas from but I know they are connected. I give you my permission to go anywhere on the grounds. I will let the guards know but it will take some time for them to inform everyone. Go. Follow him. Do your best to stop him and please if you can help it at all, see that no harm comes to him."

Part IV: The chase

A quick chat with several household maids will reveal that the brother has retreated to his quarters in one of far west wing of the house. The characters get directions to the far west wing and are told that there are only two rooms that the brother is currently occupying. Once there the rooms are found empty. Search time. Group needs a total of 5 margins of search to find the secret door that leads into the basement. Count the rounds it takes. This makes a difference in the ceremony that you find the brother performing. Once found, read the following:

You follow the stairs down revealing a series of natural caves under the castle. There has been some building down here but nothing recent. Guesses include a place to hide an extra army or two, all the way to the possibility that the cavern reaches under Altdorf. At the bottom, your lamps catch part of a half-finished construction, from which weird sounds emanate.

As you start towards the structure, a band of four creatures step in your way. At first you think it might be some dwarves but as their leader steps forward you recognize it as Skaven. It displays, in a rather human fashion, that he is unarmed. He seems to want to speak.

"No fight. No kill-kill. Speak. Please speak," He stands and waits to see your response.

Use the following and roleplay through the experience.

"More coming. They follow call. I keep them away. You go, stop ritual. Keep man-thing from kill-kill girl. We keep others out, keep them away," each word is pronounced carefully, purposefully.

"I have my reasons."

OR

"Not all think we should seek open skies, turn them dark. Some think our place in burrows. Deep burrows." Is in response to questions about why the unnamed skaven is doing this. But you should iterate his bargain one last time to make sure the players understand.

"Stop man-thing, we stop others."

If the players were able to achieve the five margins needed in 1 or 2 turns, read the following:

You see a fire in the center of the room with a human figure draped over a large circular slab suspended from the dark heights next to it. Everyone can see dripping blood flowing languidly into censurs chained to the feet and hands. These censurs are spewing a thick, dark smoke that is preternaturally circling the fire. From an opposite corner a few low chants can be heard. A figure stands over the body, holding what appears to be a green bladed dagger over the chest of the body. They wear a cloak obscuring their face and tall, curving red horns crown their head.

"Look who finally arrived, Fritz, the guests you so thoughtfully brought here. It is unfortunate that they had to get involved with things they should not have. Soon enough I will feed your souls to the Great Horned Rat so that I may be bestowed with even greater powers!"

<Steffan and Fritz attack, use Steffan-sub1 stats>

If the players were able to achieve the five margins needed in between 3 and 5, read the following:

You see a fire in the center of the room with a human figure draped over a large circular slab suspended from the dark heights next to it. Everyone can see dripping blood flowing languidly into censors chained to the feet and hands. These censors are spewing a thick, dark smoke that is preternaturally circling the fire. From an opposite corner a few low chants can be heard. A figure stands over the body, hand on a dagger that is buried in the chest of the body. They wear a cloak obscuring their face and tall, curving red horns crown their head.

"You are too late. My sacrifice has been made. It is only a matter of time before my master answers the call and sends others to take your souls as well."

"Where are they? No matter, I will take care of your interference myself!"

He draws the dagger from the body, it glows a soft, sickly green brandishing it at the group.

"Fritz! Let us dispose of these guests you so thoughtfully brought to me."

<Steffan and Fritz attack, use Steffan-sub2 stats>

If the players were able to achieve the five margins in more than 5 turns, read the following:

You see a fire in the center of the room with a human figure draped over a large circular slab suspended from the dark heights next to it. Everyone can see dripping blood flowing languidly into censors chained to the feet and hands. These censors are spewing a thick, dark smoke that is preternaturally circling the fire. From an opposite corner a few low chants can be heard. A figure stands over the body, hand on a dagger that is buried in the chest of the body. They wear a cloak obscuring their face and tall, curving red horns crown their head.

"You are too late. My sacrifice has been made. It is only a matter of time before my master answers the call and sends others to take your souls as well."

"Where are they? No matter, I will take care of your interference myself!"

He draws the dagger from the body, it glows a soft, sickly green brandishing it at the group.

"Friends who have already answered the call, let us dispose of these guests Fritz so thoughtfully brought to me."

Out from the darkness two smaller figures step forward, their large noses framed with whiskers that twitch as they sniff out the air.

<Steffan, Fritz, and Skaven attack, use Steffan-sub1 stats>

The fight: Everyone on Steffan's side is aggressive, willing to circle around opponent to get at more vulnerable foes in the back while allowing the stronger foes to tire down. They fight cohesively, ganging up on a single target to get as high of an attack bonus as possible. They will not fight singly unless they have been out-manuevered. The skaven are average skaven, follow what is in the main book. Fritz has a simple sword as his weapon. Everyone has the equivalent of leather armor on, giving them 1 soak on damage.

Steffan is wielding a magical weapon, a Soul Fang. A dagger used by the priests of the Horned Rat for sacrifices. Anytime a character is hit by this weapon they need to make a willpower check. On a failure they are stunned and get visions of a hoard of rats approaching their location which lasts 2 combat rounds. A second WP check to see if they gain 2 IP. The Soul Fang offers no additional bonus to hit or for parry or dodge.

Once the fight is over, the dagger disappears from the area. Should a character grab it immediately after the fight or disarms Fritz, they will be witness to the dagger "melting" away into a crawling, skittering puff of black smoke. WP test on the witnessing, failure is 1 IP.

[Stat block for Steffan and Fritz the same as I have setup in #4 and the final fight there.]

Steffan has SWG:Parry and will do so with the dagger.
Fritz has Dodge Blow

Part V: Resolution

Should the brother live:

A group of house servants meet you back in the room, quickly taking the body of Steffan from your hands, rushing him off before anyone can say a word. A tall man with stark white hair stands before you. He wears black robes tinged with red, silver and gold twin-tailed comets are embroidered on the corners and shoulders of the robes. Across one shoulder a two handed hammer is slung while in his other arm he cradles a

holy book. His stare is intense, unforgiving, the stare of a battle hardened mind. There is not an inch of forgiveness to be found in the entirety of his form.

His voice is strong and forceful. One that is used to giving orders and them being followed.

"You have done a great deed today. But I ask that you speak not of this to any one. It is for the greater good of the empire, I can assure you, that none hear of these events which have transpired today. I shall personally see to his rehabilitation and return to the ways of Sigmar and the Empire."

After the priest leaves the room empties except for a single butler who stands waiting by the door.

"If you are ready, please follow me, the Master would speak with you before you depart."

As you head down stairs the residential part of the castle seem distant and empty in a way that was not there before. The feeling of being watched from behind the walls or from unseen corners is not there. Servants are no where to be found save for the ones directing you to see their master. It takes several minutes to get to the front hall, a large open place that is opulent in decoration but purely military in function. You find Gloria waiting in there with several men-at-arms standing nearby. A great looming man is also at hand. He stands well over six feet tall, shoulders easily a yard across. His presence is commanding and intimidating, the room very nearly feels as if it is bowing to him.

"My friends, I wish to introduce you to my father Baron von Haufen," her eyes fall to the floor and her head bows somewhat. All but the butler guiding you here are down on one knee. A heavy, oppressive feeling falls over you as he steps forward, the sound of armor quietly slapping leather under the black great coat. His gaze sweeps over you and a heavy weight falls on your heart as it does so.

Common Knowledge: Empire, normal difficulty. This is Ernst "Einhandler" von Haufen, a powerful military man whose family has been aligned with the Elector Countess for a number of generations. His nickname comes from a number of rumors where he has taken out a number of Orks and other greenskins in single combat.

"Yes. Thank you for allowing my son a chance to redeem himself. I cannot express enough my gratitude for the things you have done here today. Now, if you would, please leave."

Should the brother die:

A group of house servants meet you back in the room, quickly taking the body of Steffan from your hands, rushing him off before anyone can say a word. A tall man with stark white

hair stands before you. He wears black robes tinged with red, silver and gold twin-tailed comets are embroidered on the corners and shoulders of the robes. Across one shoulder a two handed hammer is slung while in his other arm he cradles a holy book. His stare is intense, unforgiving, the stare of a battle hardened mind. There is not an inch of forgiveness to be found in the entirety of his form.

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"You have done a great deed today. But I ask that you speak not of this to anyone. It is for the greater good of the empire, I can assure you, that none hear of these events which have transpired today. I shall personally see to the purification of his soul and return to the embrace of Sigmar."

After the priest leaves the room empties except for a single butler who stands waiting by the door.

"If you are ready, please follow me, the Master would speak with you before you depart."

As you head down stairs the residential part of the castle seem distant and empty in a way that was not there before. The feeling of being watched from behind the walls or from unseen corners is not there. Servants are nowhere to be found save for the ones directing you to see their master. It takes several minutes to get to the front hall, a large open place that is opulent in decoration but purely military in function. You find Gloria waiting in there with several men-at-arms standing nearby. A great looming man is also at hand. He stands well over six feet tall, shoulders easily a yard across. His presence is commanding and intimidating, the room very nearly feels as if it is bowing to him.

"My friends, I wish to introduce you to my father Baron von Haufen," her eyes fall to the floor and her head bows somewhat. All but the butler guiding you here are down on one knee. A heavy, oppressive feeling falls over you as he steps forward, the sound of armor quietly slapping leather under the black great coat. His gaze sweeps over you and a heavy weight falls on your heart as it does so.

Common Knowledge: Empire, normal difficulty. This is Ernst "Einhandler" von Haufen, a powerful military man whose family has been aligned with the Elector Countess for a number of generations. His nickname comes from a number of rumors where he has taken out a number of Orks and other greenskins in single combat.

"Yes. It is unfortunate that my son chose the path that he did, but I am relieved that this episode is now over and we can put it behind us. If there is nothing else? Good. Now, if you would, please leave. We have a mourning to attend to."

Epilogue:

Everyone returns to Altdorf in the hopes of finding some way to put the last week out of their minds. It is something of a thorn when Ilsa shows up looking for you. She looks as you remember her, distant, cold, and formidable. It is therefore a great surprise when she apologizes to you.

"I am sorry that I could not be more forthright with my request to you. Fritz had been someone I had been watching for just over a year. Those rumors of missing people were no rumor. I was at the castle when a brother and sister disappeared under weird circumstances. That I could not find any evidence as to what happened bothered me a great deal. But being who I am became an impediment to any investigation. So I had to find some proxies. People who I could trust and who looked to be the sort they needed for their unknown purposes."

A bag of coins hits the table.

"I heard a rumor that there was a certain lack of compensation from the lord of the castle for taking care of their situation. I hope that this helps ease the sting a bit of their self-serving greed."

--Should the brother live, the sister is a contact in the court of Nuln.

--Should the brother die, the father is a contact in the court of Nuln.

--30 GC per player from Ilsa and a continuation of their little "contract" with her.

--Opportunities

Goods: The ability to purchase a single "Best" category item (weapons or armor), regardless of Availability exists while staying at the castle.

Careers: There are no opportunities available in this module to advance careers